⚠ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member.

For more information about connecting, and to determine whether Xbox Live is available in your region, go to ***www.xbox.com/live***.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to ***www.xbox.com/familysettings***.

PROLOGUE

The city is Willamette, Colorado. One day, this small, run-of-the-mill town found itself sealed off from the rest of the world. National Guard troops blocked off the roads, and all transmissions were put into tight information lockdown. Communication lines were closed off, and wireless radio waves jammed. Something was going down. Something big, real big.

Enter Frank West, freelance photojournalist. His instincts have gotten him out of some nasty situations in the past, and this time they tell him something huge is happening. Armed with a camera, he hires a junker helicopter to take him in. With luck, he'll score the biggest story of his career!

The helicopter pilot, oblivious to the state of emergency, does his usual tour-guide thing. "Here she is! Willamette, Colorado. Population 53,594!"

Through the zoom lens on his camera, Frank scans what looks like a normal small town. But as the helicopter descends toward the landing zone, Frank finds himself in the midst of his most dangerous story yet!

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NEW GAME

Use L to move up and down through the choices, and press START or A to make a selection.

MAIN MENU

START GAME

Selecting this option displays a menu with the following selections:

Continue

Load a previous save and pick up where you left off.

72 Hour Mode

Start a new game from the beginning. If you have previous save data, that character's status will carry over and be used.

Overtime Mode

Unlock this option to start a new game from the beginning of day 4. If you have previous save data, that character's status will carry over and be used.

∞ (Infinity) Mode

Do certain things to unlock this option (an unlockable bonus mode). If you have previous save data, that character's status will carry over and be used.

RANKING

Connect to Xbox Live® and view the public rankings.

OPTIONS

Adjust various game settings.

GAME GOAL

You play as Frank, trapped inside a sealed shopping mall. You have 72 hours to survive and get the story before the rescue helicopter arrives. (Time goes by in the game at a faster pace than in real life.) You decide what you'll do for the 72 hours until the rescue helicopter arrives.

DYING

If your character gets hurt and your life bar reaches 0, it's game over.

DATA CARRYOVER
If you save your status at this time and then select NEW GAME from the Main Menu, you can start over with the same level and status as before.

SAVING

You can save the game in certain places such as in restrooms and by the sofa in the Security Room, and also at certain times such as after beating the game.

There is only one save slot, but you can use a storage device or separate gamer account to create multiple saves.

To start over completely, erase the game save from the Xbox 360™ Dashboard. See your Xbox 360™ user manual for more information.

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CONTROLS

- Pause Menu (START)
- Show Map (BACK)
- Aim View Mode (RT)
- Camera View Mode (LT)
- Switch Items (RB)
- Switch Items (LB)
- Movement (L)
- Unequip Item
- Check Wristwatch
- Answer Transceiver
- Drop Item
- Move Camera (R)
- Reset Camera Position (R)
- Xbox Guide Button

Y Call

Call out to survivor's position.

B Action/Cancel

Perform action indicated by on-screen icon.

A Jump/Confirm

Jump over objects and climb up onto things.

X Attack/Use Item

Hold down X to perform a secondary action with certain items (when available).

CAMERA VIEW MODE

Pull and hold LT to enter Camera View Mode.

LT Hold for Camera View Mode; release to exit.

- X Take picture
- B Zoom in
- A Zoom out
- L Move
- R Aim Camera

AIM VIEW MODE

Pull and hold RT to switch to Aim View Mode.

RT Hold for Aim View Mode; release to exit.

- Y Set Goal Marker
- L Aim
- X Throw (non-firearm) Fire (firearm)

RT + X THROW/FIRE

Fire equipped firearm.

RT + Y SET GOAL MARKER

Move in-tow survivor to set point.

Escort Icon

Use calls and Goal Markers to guide survivors. If an in-tow survivor goes off-screen, an Escort icon will appear, showing the person's direction, status, and health.

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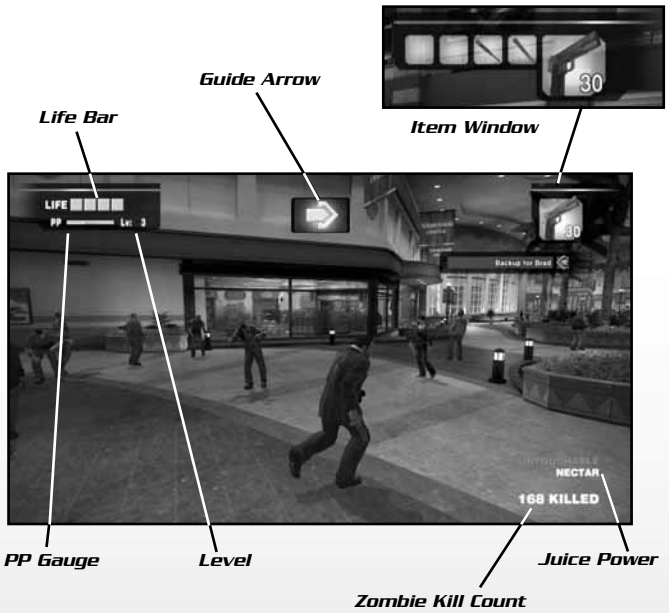
SCREEN LAYOUT

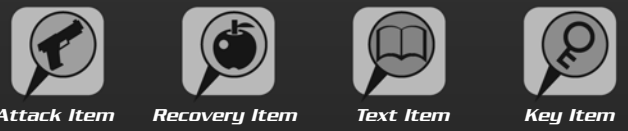


LIFE BAR	Amount of remaining health.
GUIDE ARROW	Points toward your next destination.
ITEM WINDOW	Shows currently equipped weapon. Holds one item per slot. Earn more slots by leveling up.
PP GAUGE	PP (Prestige Points) earned so far. When the gauge fills up completely, your level increases by one.
LEVEL	Current level.
ZOMBIE KILL COUNT	Total number of zombies slain.
JUICE POWER	Shows status effect of mixed juice drink item.

ACTION ICONS

Wherever you see an action button, press Ⓑ to perform that action (or pick up the item).

Action Icon Types



PRESTIGE POINTS (PP) & LEVELING UP

You earn Prestige Points (PP) by killing zombies, getting Scoops, completing missions, etc. When your PP gauge fills up, your level increases by one. Different status categories such as Attack and Speed are enhanced as well. You might also learn a new skill.

View your current status from the Status screen in the Pause Menu.

Status

Attack	*Attack power*
Speed	*Movement speed*
Life	*Life bar length*
Item Stock	*Item slots*
Throw Distance	*Throw items farther*

Skills

Skills are actions and attacks available to use. At first you can only punch, but as your level increases, more moves are unlocked.

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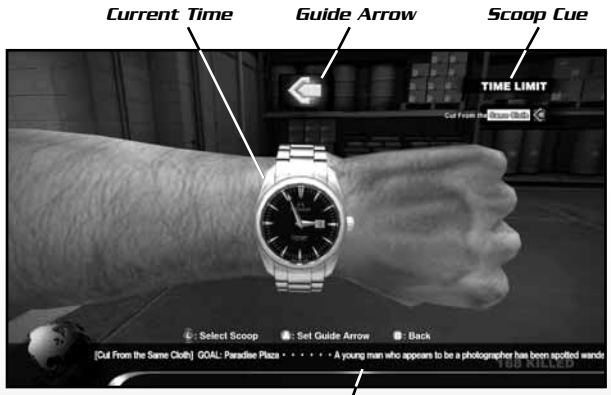
WRISTWATCH

From the Wristwatch Screen, you can check the time and the Scoop Cue, and set guide arrows.



GUIDE ARROW Points toward location of selected Scoop. Use L to select Scoops.

SCOOP CUE

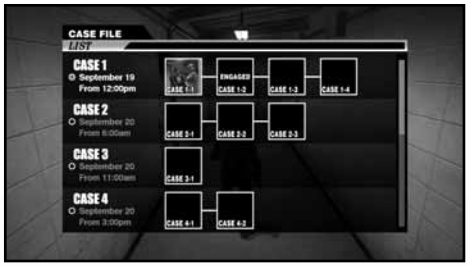
The Scoop Cue is a list of information on events and whereabouts of other survivors. Some Scoops may lead to new information about Cases.
The color of the gauge to the right of each Scoop denotes how much time is left to investigate that Scoop.

BLUE	Over 6 hours left.
YELLOW	Under 6 hours left.
RED	Under 3 hours left.
NO COLOR	No time limit.

CASES

Cases are the series of events that lead you to the truth behind the zombie outbreak. Check this screen to see how close to the truth you are and get hints on what you need to do next.

This screen appears when you stumble onto a new Case or fail to complete a Case, or any other time information is updated. You can view this screen any time from the Pause Menu.



CASE PANELS

PENDING CASE
Conditions to initiate the Case have not been met. Cases become unlocked at key points in the game, when other Cases are completed, etc. When you investigate a Case, this changes to ENGAGED CASE.

ENGAGED CASE
Denotes which Case you are working on. You complete a Case by arriving at certain locations, defeating a target, etc. Once completed, a Case changes to CLOSED CASE.

CLOSED CASE
Cases that have been completed, shown with an image from that Case. If you have met the conditions to start another Case, then completing one Case will open the next PENDING CASE.

EXPIRED CASE
Cases that weren't completed on time, etc., meaning that the trail of evidence led to a dead end.

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TAKING PHOTOS

You can take pictures at any time during the game. Taking noteworthy pictures earns you Prestige Points.

Target Marker

PP Sensor *Battery Indicator*

TARGET MARKER	Appears on-screen to show subjects that net PP when photographed.
PP SENSOR	When a PP Sticker appears on screen, you will be alerted to its state by a PP Sensor: • **%** – Denotes proximity to PP Sticker. 100% is the maximum value. • ***GREEN*** – Taking a picture nets PP. • ***WHITE*** – Taking a picture nets maximum PP.
BATTERY INDICATOR	Taking pictures uses battery energy. Once the battery runs out, you can no longer take pictures. Find more batteries in the camera shop in the mall.
PROCESSING GAUGE	(not shown) After taking a picture, you must allow this bar to fill up before you can take the next shot.

SHOOTING GOOD PHOTOS

Photo Op Marker
During the game you may see the Photo Op Marker on rare occasions. You'll need quick reflexes to get the shot, but you can earn a ton of PP. If you see the Photo Op Marker, whip out your camera and shoot!

PP Sticker and PP Sensor
PP Stickers are located throughout the mall and reward you with PP when photographed. Using the PP Sensor as a guide, adjust the zoom to get the best possible shot.

NOTE: Once a PP Sticker has been photographed, it will be marked with a checkmark and will no longer net PP when photographed in that game.

NUMBER OF PICTURES

You can save up to 30 pictures total, which can be viewed from the Pause Menu Picture Viewer. If you go over 30 pictures, older pictures will automatically be deleted starting with the oldest.

Keeping Pictures
You can lock up to 29 pictures in the Picture Viewer to make sure they don't accidentally get erased.

PAUSE MENU

Press START during the game to open the Pause Menu where you can check your Cases, view your location, browse your pictures, and more. The game is halted while the Pause Menu is open.

CASE FILE	View your Cases.
STATUS	Check your status.
NOTEBOOK	Check notes about survivors.
PICTURE VIEWER	View photos you've taken. You can lock photos here to save them from automatic deletion.
MAP	View a map of the mall.
OPTIONS	Adjust various game options.

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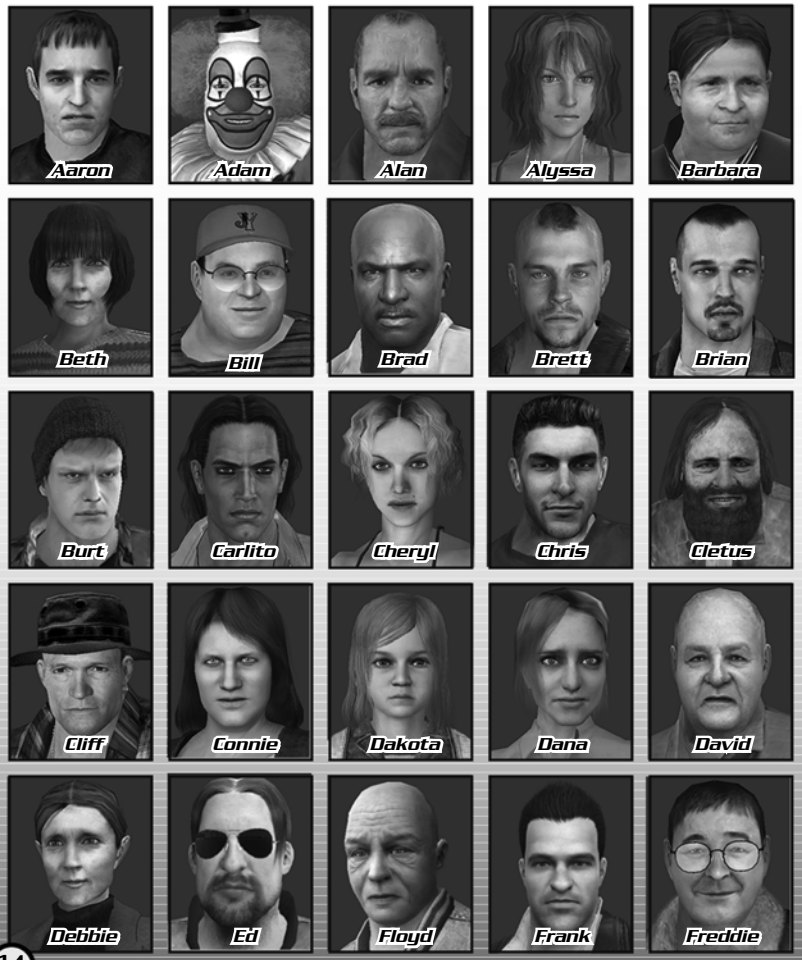
CHARACTERS

These characters are the fortunate but confused survivors in the isolated shopping mall.

You can ignore them ... work together with them ... or do whatever you need to do to survive ...!



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CHARACTERS

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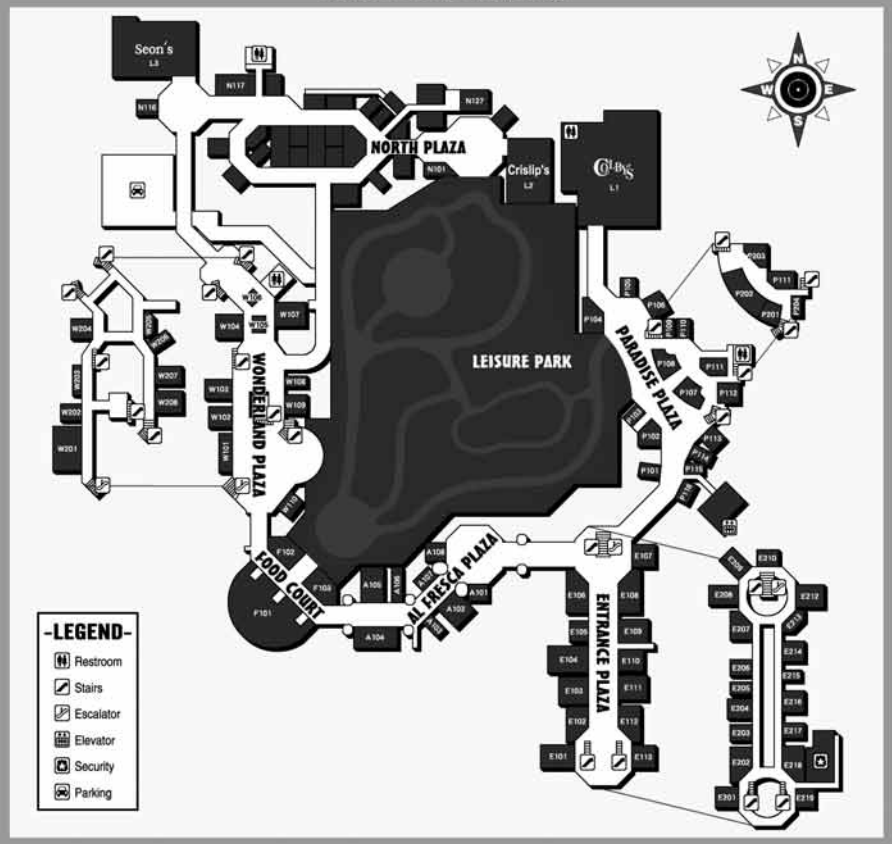
PARKVIEW MALL MAP

DIRECTORY OF SHOPPING, DINING, AND ENTERTAINMENT

WILLAMETTE
PARKVIEW MALL

tel:555-7600
capcom.com/deadrising/



ACCESSORIES

Riverfield Jewelry	A103
Springtree Jewels	E203
Special Gifts	E206
Emerald's	E217
Josh's Jewels	P114
Marriage Makers	P201
Wonder Jewels	W104
Fine Cut	W106

ANTIQUES

Ned's Knicknackery	E205

BOOKS

Everyone Luvs Books	E108
The Sinister Read	E201
Contemporary Reading	P101
Bachman's Bookporium	P108
Sir Book-a-lot	W204

CAMERAS/PHOTO DEVELOPING

Pearly White's Photo	N101
Cam's Camera	P115
Philo's Photos	W206

CHILDREN'S APPAREL

Gramma's Kids	E105
Scuffs & Scrapes	W109
Tyke n' Tots	P109
Kids' Choice Clothing	P113
Small Fry Duds	W101
Jamming Juvenile	E219

CINEMA

Coby's Movieland	L1

COSMETICS

Estelle's Fine-lady Cosmetics	E210
Beautification	W105
Estelle's Fine-lady Cosmetics	W110

CUTLERY

Ripper's Blades	N116

FIREARMS

Huntin' Shack	N127

FITNESS

Flexin'	A104

FOOD COURT

FOOD COURT	F101

GROCERIES

Seon's Food & Stuff	L3

HOME AND GARDEN

McHandy's Hardware	A105
Crislip's Home Saloon	L2

LADIES' APPAREL

Brand New U	A102
Weber's Garments	A106
Gromlin's	E101
Refined Class	E103
Women's Lib	E204
Fashion Fiesta	E112
J.F. Nichols	E110
Kathy's Boutique	E212
Ladies' Space	E216
Lady About Town	P204
Casual Gals	W102
Fanfare Fashion	W107
Contemporary Purses	W203
Lovely Fashion House	W208

MEDIA

Robsaka Digital	E218
CD Crazy	N117
Players	P103
Entertainment Isle	P105

MEN'S APPAREL

Men's Storehouse	E106
The Distinguished Gentleman	E111
Space	E113
Wallington's	E202
Modern Businessman	E209
In The Closet	E214
Cantonbury's	P107
Tucci's of Rome	P203
Modern Businessman	W207

MUSIC

TuneMakers	P106

OPTICS

Eyes Like Us	A107
Outta Sight	E213
Universe of Optics	P112
The Lens Zen	W205

RESTAURANTS

Hamburger Fiefdom	A101
Colombian Roastmasters	A108
That's A Spicy Meatball!	F102
Chris' Fine Foods	F103
Jill's Sandwiches	P104
Colombian Roastmasters	P202

SHOES

Rafael's Shoes	E107
Kicks for Her	E208
The Shoehorn	E215
Shoekin's	P116
Shoes of a Lifetime	W103
Run Like the Wind	W201

SPORTING GOODS

Sports High	E102
Jason Wayne's Sporting Goods	E104
Shootingstar Sporting Goods	E207
SporTrance	P111
Homerunner's	W108
Kokonutz Sports Town	W202

TOYS

Children's Castle	E109
Child's Play	P102
Ye Olde Toybox	P110

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